

# PORTLAND

\$1.50

# ATARI CLUB

JULY/AUGUST

IN THIS ISSUE

## Next General Meetings

Monday, July 6, 1987, at 6:30 p.m.

Monday, Aug. 3, 1987, at 6:30 p.m.

Northwest Service Center

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PAC BBS's 24 Hours - 7 Days a Week

Steve Billings

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Membership is \$20 per year and includes a subscription to this newsletter and access to members-only functions. Single copy price of the newsletter is \$1.50. General meetings are open to the public and start at 6:30 p.m. on the first Monday of each month (2nd Monday in case of Holiday) on the date and location listed on the cover of this newsletter.

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Portland Atari Club Attention: (appropriate board member), P.O. Box 1692, Beaverton, OR 97005

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## PRESIDENT'S COLUMN

Dave Holliday

It's summertime, summertime sun sun summertime, summertiimne, da-do do do. Bet you didn't know your old Pres could sing that well, did you? A hint for all you really hip people: if you put this on your record player, and play it backwards, it will probably screwup your needle. Ok, ok, I'll knock it off. Anyway, you folks out there should be enjoying your summer. For you people who never get off your computers that's the time the house gets real hot and it stays light outside a lot longer.

Just a few words about changes during the summer. The general meetings are the same, 1st Monday of each month. I don't know about Sig meetings because we usually leave that up to the Sig group leaders. If you plan on going to a Sig meeting during the summer it might be wise to check with the Sig group leader to make sure the schedule has not changed during the summer. One other thing, this newsletter will be for both July and August. The newsletter Editor has enough problems trying to get articles with people around, let alone with everyone on vacation. So your next newsletter will be for September. Now, I'll find out how many people read my column by the number of complaints I get that someone didn't get a newsletter for August.

Well, I went to the Atari Trek computer show in Seattle, in May. The clubs up in Seattle did a very nice job in putting the show together. Micheal Whiteley, our Special Projects Director, set the club booth up on Saturday by himself and stayed thru Sunday to take it down. I really appreciate Mike's work on the booth. We also had several club members come up and help out manning the booth. Now the embarrassing part - I can't find my list of every one who helped. I know Lee Bole, Margaret Manning, Dan Gibson, Jerry Anderson, who by-the-way was trading public domain software with every club up there and got us a lot of new stuff was there, but there were some other folks when I wasn't at the booth who also helped out. If you were one of these people and I missed you, I would like to know so that I can acknowledge your help in a future newsletter. It certainly was appreciated by myself, and I would like to make sure you get the recognition you greatly deserve. Seattle isn't exactly the middle of nowhere, but it's certainly a long way to go to help out the club.

If you were at the June meeting, I went into some detail of what the show was like and how it compared to ours. I guess my only real disappointment was the amount of representation Atari had at the show. Nothing new, no Mega machines, really the same stuff they had at our show back in October. I think the folks at Atari, at least the ones at the Seattle show, are getting pretty tired of

putting them on. At least that's the impression I get. I guess they have put on quite a few and it's beginning to tell. If you're out there Jack, a bit of advice from an outside observer, I think they need a break.

A few words about the folks up at the Seattle clubs who put on the show. I was really impressed with the help and attention they gave, at least to our club, in making sure we had everything we needed, helping us out and always very courteous. I didn't talk to many of the exhibitors, but to the ones I did, none had a disparaging remark about the way they were treated. I would certainly give the folks up there high marks in the organization of the show, and I feel they should be very proud of themselves for putting together a pretty nice show.

I never heard a final attendance total, but would guess it was in the area of 2500. I'll probably find out in the next newsletter I get from up there, so if I'm way off I'll put in an update later.

I talked with the folks from Creative Computer after they came back from the show. They were really excited about the amount of sells they had up there so they must have done ok. I didn't get involved with their limbo contest, but it looked like a lot of fun. I been told I never could "get down", and the only experience I have being that close to the concrete and moving was a few times during my Navy career coming back from some of the local drinking establishments.

Oh, you may remember I told you they said they were going to have belly dancers and by golly they did. Now I never quite put the association between belly dancers and computers together, but I had no difficulty in following them to the demonstrations, whatever they were supposed to be demonstrating. Anyway I had a good time, bought some new software for a good price (except that Washington sales tax is a killer, something like 8 percent up there), and made some good contacts for the club.

Well I hope to see you at the meetings this summer, I know alot is going on besides the PAC, but we will be having a lot of new club disks coming out with the software we got from Seattle, and we always have demo's on new software and keep you informed on what's going on with Atari and around town. Anyway, make an effort to make it to the meetings. I'm sure you'll have an enjoyable time. I'll be talking at you again in the September newsletter. Bye till then. The Pres.



Teri Williams

[illegible]







## THE MAD REVIEWER HAS STRUCK BACK

By Bill Pike, PAC

Right now you are probably asking yourself, "Where has the Mad Reviewer been?" "What has he been doing in the last couple of months?" "Why are there suddenly a number of new releases for the 8-bit ATARI computers when there was such a lack of them before?"

Herein lies the tale. It is all the work of THE MAD REVIEWER. Our hero had been contemplating either committing suicide or buying a Commodore computer which ever was worse. Anyhow he was dejectedly sitting in front of his dependable 130xe drowning his sorrows in a cup of coffee, when Igor entered the room with the morning mail. Contained in the junk mail was a letter from Europe. The letter had the return address of the T.A.C.B. (Transylvania Atari Computer Enthusiasts). It brought a start of joy to the old heart of the MAD REVIEWER, there was still support out there. He immediately attempted to purchase an airline ticket for himself and Igor. Sadly, no air line flew any closer to his destination than Austria and he and Igor had to use the "riding thumb" to Transylvania. Then there was the problem of finding T.A.C.B. He searched from the mountain tops to the dungeon depths, inside and outside, left and right. He was having a really bad time. He was about to give up in despair when one night, as he lay on his bed in utter despair, there was a rap on the door. Igor opened the door and a tall figure in a black suit and cape entered the room.

It was THE COUNT, he inquired to confirm the identity of our hero. All the while Igor was groveling on the floor. "I have heard of the situation in the United States and I think that I might be of assistance," he said. "I am here to invite you to the TACE meeting." The fatigue fell from Mad Reviewer's body like water from a duck's back. Here was what he had been searching for all these past weeks. Mad Reviewer left his room to go to the meeting, and they walked to the street and boarded a carriage. The carriage moved up the street and into the country side and finally up a winding road. The night got darker and lighting began to flash and the rain started to

fall in buckets. He proceeded up the road to the castle on the hill. When they arrived at the castle the door opened in front of them with a loud squeal.

They entered the main room to find many computer hackers. The COUNT introduced The Mad Reviewer to the group and the Reviewer proceeded to explain the problem and why new software was not coming out for the 8-bit ATARIs. It was decided that the software production companies were trying to make a example of that SCOURGE of the computer users, the most terrible, the lowest of the low-life, the ones who cost the software people hundreds of billions of dollars a week, the ones that steal the food from the mouths of the starving children of the programmers, THE ATARI PIRATES. The companies were withholding programs to show their choke-hold on the ATARI program market.

There followed a large amount of discussion and a plan of action was agreed on. Each of the members would use their special powers to infiltrate the offices and production houses of all the program publishers. They were to leave a time-bomb program in each mainframe along with a virus program to replicate the first program in all the other computers in the company. The program requires the company to produce a new program for the 8-bit ATARIs every 4 months or the time-bomb program would do a TOTAL memory wipe of all computers concerned. The producers were to be informed of what was going on and what would happen. They left the meeting with a great sense of devotion and duty.

As you can see, it looks like they have accomplished their mission. The MAD REVIEWER has returned home and will contentedly review the new programs.

However, whenever the supply of programs is again threatened, our mild-mannered reviewer will change into ATARIMAN and strike fear into the hearts and pocketbooks of the mighty software producers.



## RUN ATARIWRITER PLUS WITH SPARTADOS

By Milt Ingram, PAC

Atariwriter Plus is great, BUT.....

Every time I use it I have unkind thoughts about the people at Atari who seem to be determined to prevent me from using some of the features I like best about my 800XL. These include a 256K expanded memory and U.S. Doubler equipped 1050 drives used with the SpartaDos operating system. I could have a 128K ramdisk to allow rapid switching between several files. I could use double density for added file capacity and time/date stamping of files, using the R-TIME 8 cartridge or the SpartaDos Clock.

Unfortunately, none of this seemed possible because of the way Atariwriter Plus was supplied on a copy protected "boot" disk. Then, along came the article by Carolyn Hoglin in the July Antic magazine, explaining how she adapted the program to run with TOPDOS. I determined that I would do the same for SpartaDos and include the ramdisk and time and date stamped files. I chose not to alter the original Atariwriter Plus disk, but came up with a method which uses a batch file to perform the entire boot operation. A disk swap is necessary, but everything else is automatic.

Here's how it can be done. First, initialize a SpartaDos disk using X32D.DOS (SpartaDos version 3.2), and copy the SpartaDos files RD.COM and TDLINE.COM to it. Then, onto this same disk copy the AUTORUN.SYS file from the Atariwriter Plus disk and rename it WRITE.COM. Finally, create the following STARTUP.BAT (batch) file:

```
TDLINE
RD D3: /E
COPY WRITE.COM D3:
;
;REMOVE BOOT DISK AND INSERT
;ATARIWRITER + DISK IN DRIVE 1
;
PAUSE
TD OFF
```

BASIC OFF

D3:WRITE

When this disk is booted it performs the following operations:

TDLINE - sets a time and date clock from the R-TIME 8 cartridge. If you don't have the R-TIME 8 cartridge, use the TIME and DATE commands to initialize the clock and calendar.

RD D3: /E - sets up and formats a ram disk in the top 128K of memory. Note that this leaves 128K available to run the 130XE version of Atariwriter Plus.

COPY WRITE.COM D3: - copies the program WRITE.COM (the autorun.sys loader program from the Atariwriter Plus disk) to the ramdisk (D3:).

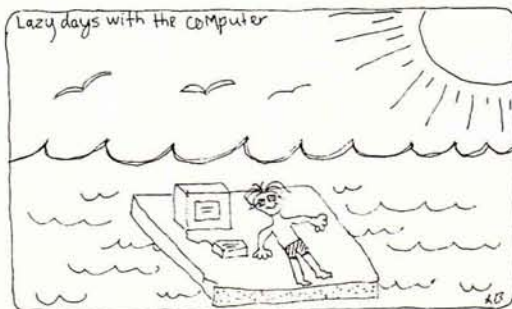
The next two lines are a prompt to replace the boot disk with the Atariwriter Plus disk. PAUSE - prints a prompt to "PRESS ANY KEY TO CONTINUE" after swapping disks.

TD OFF - turns off the screen display of time and date, but leaves the internal clock active to time/date stamp disk files.

BASIC OFF - turns off BASIC. Don't have to hold down OPTION key during boot.

D3:WRITE - loads and runs the loader program from ramdisk. It then loads Atariwriter Plus from Drive 1.

LOAD and SAVE will now work with either single density or double density disks. Double density disks will need to be formatted ahead of time. The built-in FORMAT command works from the DUP.SYS file on the disk and produces only DOS 2 format. (This will still work, as SpartaDos can read most Atari formats. You just lose the extra capacity.) Also, the INDEX command will show the disk directory in DOS 2 format, without the time and







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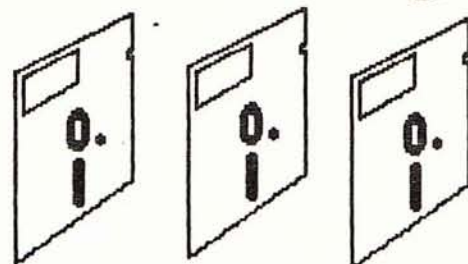
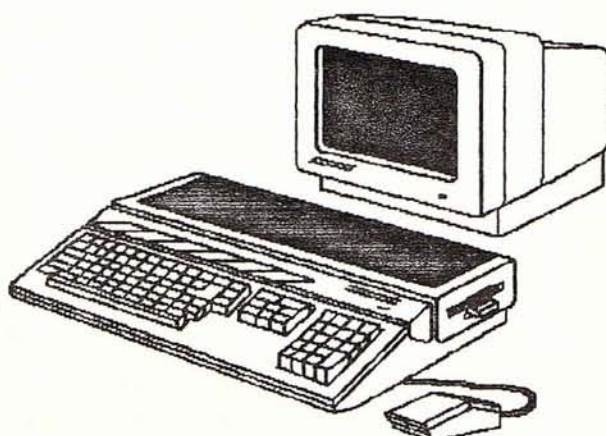
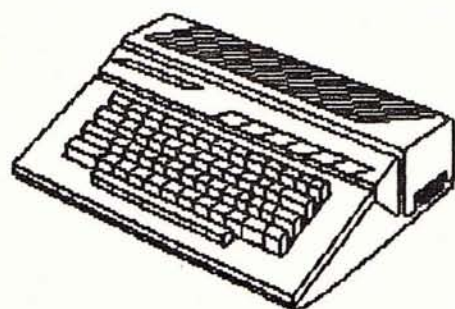
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## EASY DRAW By Jim Miller, PAC

(EASY DRAW is an ST Program.)

EASY DRAW is a drawing program. Why does one need another drawing program? EASY DRAW is a drawing program while NEO-CHROME and DEGAS are really painting programs. NEO-CHROME and DEGAS are pixel-oriented while EASY DRAW creates figures and elements that can be stacked on top of one another. It doesn't obliterate what it covers; it merely blocks the previous occupant. Therefore the elements can be made transparent. Easy Draw has a drawing surface like a drafting table. It uses a grid. The grid shows relative position and governs the movement, sizing and control of the the elements (precise positioning, precise alignment, and measures sizes and spacing).

The drawing tools are lines, freehand sketch, polylines, circles, elliptical wedges, elliptical arcs, circular arc, squares, text and circle segments. You can change sizes, and stretch the object in any direction. While drawing, you can select 'zoom', rotate figures 90 deg add a 3-dimensional look. You can switch to full page to see what the page will look like.

**SIZING:** Text can be entered in heights of 7, 10, 14, 18, 28, 36. Version 2 added 7 and 28 point sizes. Text can be displayed as bold, light, italic, outlined, underline and justified.

**EDIT MENU:** You can delete, and undelete, copy, rotate shadow, flip and mirror. Easy Draw has advantages over Gem Draw, such as figure rotation, user-defining a pattern, changeable arc angle and ability to merge two drawings.

**ARRANGE MENU:** You can put objects in front of, or even behind other objects; align, create and explode. Therefore you can group many objects into a large object or disassemble larger objects into its component parts.

**PRINTING:** Version 2 has increased its printer drivers to include Gemini 10x (including SG10), Epson compatibles, and the Atari SMM804. No longer does it save in a dual file format. It saves to a single file name (Ex: \*.Gem). The printout is really good. The resolution is better than what you see on the screen. The final quality draft take a long time but the results are nice and the dots are gone. The draft mode is fast, but the printout is a rough looking draft quality. You can print 11 X 17, 8.5 X 14 pictures on 8.5 X 11 paper and paste the multiple sheets together.

**COMPATIBILITY:** The drawing in EASY DRAW can be transferred to a MS-Dos computer and loaded into Gem-draw on that machine. EASY DRAW is not copy-protected, therefore backups are easy. Version 2 is easier to use on a hard disk. There are complete instructions in the manual on how to do this. The manual is complete and easy to understand (includes hints, index, techniques).

### LIMITATIONS:

1. It is not a paint program (therefore no pixel modification), so all shapes must be built up from geometric tool.
2. Detailed pictures are difficult.
3. It will rotate figures but not the text or pattern fill.
4. Text pts. are limited.
5. Not compatible with other programs in the St line.
6. Hard to use as a Desktop Publisher.
7. It is not a professional-quality drafting package such as a cad program.

### RECOMMENDATIONS

I would use the program for graphics, and charts, but not drafting. I just wish I could then use them in a word processor or in PUBLISHING PARTNER. I called Migraph about the possibility. They proceeded to discount other programs such as NEO-CHROME, DEGAS, and PUBLISHING PARTNER. They thought EASY DRAW was better than PUBLISHING PARTNER for desktop publishing. I disagree. I feel the drawing part of EASY DRAW is better, but the desktop publishing is not.

I recommend EASY DRAW to anyone needing drafting, and/or mechanical drawing capabilities. If you need desktop publishing, logos or letterheads -- I don't.



## MICROFLYTE JOYSTICK

By Bill Blose, PAC

Well, I finally broke down and bought Microcube Corp's MircoFlyte for use with my Flight Simulator II. I figured that I needed all the help. I managed to land on the runway twice (I think).

A couple of weeks after I sent the order form into the company the local UPS man (or woman, I was at work when it arrived, so I'm not sure) delivered the box containing all I would need to become a world war one ace or fly through the Golden Gate Bridge without crashing several times.

Opening the package I found one MircoFlyte joystick, one disk and one set of instructions. After opening the package I sat down and actually read the directions (first time this year). The directions consist of seven pages about the size of 2 3by5 cards. Also included, 5 pages (same size) of an update for the version of the program that came with this disk. The instructions contained information on how to run the program on the disk, which sets up the computer so that their joy stick can be used. Also, included were instructions on how to use the different features of joystick.

With the MircoFlyte joystick I am able to control the throttle, flaps, brakes and guns (for use with the World

War I game included with the Flight Simulator). Also the elevators (used to make the plane go up and down) and the ailerons (used to go left and right) are included on the joystick. Prior to getting the MircoFlyte joystick I had to use either two joysticks or the keyboard. The radar feature of the program can not be used (or at least I can't figure out how to use it) and even though I can use the MircoFlyte joystick to change the view of the plane I never use it, I find it very hard, if not impossible, to use.

To use the joystick I must run the disk supplied by Microcube first, then the Flight Simulator program. Once this is done I can use the joystick to fly with. I find that I still need to practice so that I can land on the runway and I find that I still crash but now I crash less often.

I would recommend the MicroFlyte if you are into using (or over using) your Flight Simulator II but it still isn't a substitute for practice. Also I find that not all features are easily used (at least for me). Also, the instructions could have been printed up a little nicer. But these problems are minor since they are rarely used. Happy flying.

## HINT OF THE MONTH

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## BURN IN

By Jolene Morris  
(ACE of SLC March '87)

Each time you purchase a new piece of electronic equipment, you should "burn it in". This means you should plug in your equipment and turn it on. Then leave it on for at least 24 hours - even 48 hours would be better. It is all right to use the equipment during that burn-in period, just don't turn it off when you get done. Burn in should be done to all electronic equipment except televisions (they are burned in at the factory). This includes computer equipment, stereos, CD players, etc. I'm not an electrician so I don't understand the complete reason why this is important to the soldered circuits. The one thing I do understand about it is IF there are any manufacturing defects with your equipment they generally show up during the burn-in period. This way you can replace the equipment while it is still under warranty instead of waiting until three days after the warranty is up and then finding out that there is a problem.

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## ICD MULTI I/O BOARD SPECIFICATIONS

Submitted by Wayne Winterbottom, PAC

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**GENERAL DESCRIPTION:** The ICD MIO Board is a multi purpose parallel device for the Atari 800XL and 130XE computers. It plugs directly into the parallel bus of the 800XL and uses an adaptor for the 130XE. This adaptor also adds two cartridge slots which support either right or left cartridges. These are the only two computers the MIO will work with.

The general functions this device can serve are: RAMDISK, printer port, printer buffer, MODEM port, and hard disk interface. Configuration software is built in.

The MIO is about the same size as a HAYES MODEM and is available in 256K and 1 Meg versions. The retail price is \$199 or \$349 with availability in August.

**RAM:** The RAM is not user upgradable since we use special RAM chips without using sockets. RAM disk software is built in or can be accessed in the \$D600 area. The RAM can be partitioned into several RAMDISKS and may be reserved as printer spooler (buffer) RAM. An external power supply maintains the memory even with the computer turned off.

**PARALLEL PORT:** This port is a 'centronics' parallel port to be used with parallel printers. The connector is the same as the P:R: Connection so you can use the same cable.

**SERIAL PORT:** This is also the same type of connector as the serial port on a P:R: Connection. Can be used with a serial printer (supports XON/XOFF software handshake) or with the built in R: handler for a MODEM. Built in software diverts P: to R: as desired for serial printers.

**PRINTER BUFFER:** Works with either serial or parallel port as assigned. Allows PAUSE, RESUME, QUIT and MULTIPLE COPY functions.

**HARD DISK INTERFACE:** This allows the use of any SASI or SCSI hard disk controller of any size. Controllers can be mixed or matched on the same interface with no limitations going between drives.

**SOFTWARE:** Configuration software assigns drives D1: through D8:. These drives can be FLOPPY, RAMDISK, or HARD DISK. Partitions are set using starting and ending sector

numbers for each drive. (SpartaDOS, if used, supports 16 Meg per drive.)

For example: 40 Meg hard drive could be partitioned as: D1: (16MBG), D2: (16MBG) and D3: (8MBG). D4: could be FLOPPY #1, D5: 750K RAMDISK, D6: FLOPPY #2, D7: and D8: unused with 250K print spooler. (This is just one example; configuration is extremely flexible.)

SpartaDOS 3.2d (optional) is the recommended DOS but any DOS should work (but is limited by the DOS's own restrictions.)

%%%

## A LETTER TO PAC MEMBERS:

The following letter was sent to us from an Atari user in England. If you wish to respond, please do so:

48 Fouracres Road  
Cowgate  
Newcastle-Upon-Tyne  
ENGLAND  
NE5 3AX

21st January, 1987

Dear Sir,

I am an Atari user, living in the north-east of England and would be interested in contacting another Atari user in the United States.

A friend passed on a copy of your newsletter, and suggested that I write to you regarding this matter.

I have a 130XE, a 1050 disk drive, and a 1010 recorder.

My daughter Gillian, who is thirteen, would also like to correspond with a girl of her own age in America. Apart from computers, she is also interested in Judo, swimming and other sports, and is in the girl guides, and likes singing as well.

Hoping that you can assist in these matters.

Yours faithfully,

D. Ewens



## THE MAD REVIEWER HAS STRUCK BACK

By Bill Pike, PAC

Right now you are probably asking yourself, "Where has the Mad Reviewer been?" "What has he been doing in the last couple of months?" "Why are there suddenly a number of new releases for the 8-bit ATARI computers when there was such a lack of them before?"

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It was THE COUNT, he inquired to confirm the identity of our hero. All the while Igor was groveling on the floor. "I have heard of the situation in the United States and I think that I might be of assistance," he said. "I am here to invite you to the TACB meeting." The fatigue fell from Mad Reviewer's body like water from a duck's back. Here was what he had been searching for all these past weeks. Mad Reviewer left his room to go to the meeting, and they walked to the street and boarded a carriage. The carriage moved up the street and into the country side and finally up a winding road. The night got darker and lighting began to flash and the rain started to

fall in buckets. He proceeded up the road to the castle on the hill. When they arrived at the castle the door opened in front of them with a loud squeal.

They entered the main room to find many computer hackers. The COUNT introduced The Mad Reviewer to the group and the Reviewer proceeded to explain the problem and why new software was not coming out for the 8-bit ATARIs. It was decided that the software production companies were trying to make a example of that SCOURGE of the computer users, the most terrible, the lowest of the low-life, the ones who cost the software people hundreds of billions of dollars a week, the ones that steal the food from the mouths of the starving children of the programmers, THE ATARI PIRATES. The companies were withholding programs to show their choke-hold on the ATARI program market.

There followed a large amount of discussion and a plan of action was agreed on. Each of the members would use their special powers to infiltrate the offices and production houses of all the program publishers. They were to leave a time-bomb program in each mainframe along with a virus program to replicate the first program in all the other computers in the company. The program requires the company to produce a new program for the 8-bit ATARIs every 4 months or the time-bomb program would do a TOTAL memory wipe of all computers concerned. The producers were to be informed of what was going on and what would happen. They left the meeting with a great sense of devotion and duty.

As you can see, it looks like they have accomplished their mission. The MAD REVIEWER has returned home and will contentedly review the new programs.

However, whenever the supply of programs is again threatened, our mild-mannered reviewer will change into ATARIMAN and strike fear into the hearts and pocketbooks of the mighty software producers.



## SERVICING THE XL/XE POWER SUPPLY

By D.F.Neff

(Reprinted from MACE Feb'87)

This article is a step-by-step trouble shooting guide and parts list to permit you to repair your own computer power supply. It is written for the Atari enthusiast who is not well-versed in the electronics field, but has some interest in learning more. It assumes you are familiar with soldering techniques and the use of a VOM. Those of you who are hesitant to repair anything yourself should remember two things:

1.) It's already broken, you can't make it worse.

2.) Nothing in the power supply costs over \$10.00 to replace. In fact, the parts most likely to fail cost less than \$1.00!

Now let's get started. First, we'll consider the obvious questions. Is the power supply plugged in? Is the wall outlet working? Plug a table lamp into the wall outlet to test it. If you are using an extension cord between the wall outlet and the power supply, plug the light into the extension cord to test it too. If the outlet and the extension cord pass that test, we can turn our attention to the power supply.

Plug the power supply back into the wall outlet and remove the power supply plug from the keyboard console. This plug will contain seven pins as shown in Figure 1. The pins are connected in two groups of three with no connection to the middle pin. Using your voltmeter, check for the presence of 5 to 7 volts d.c. between the three pins on the left and the three on the right.

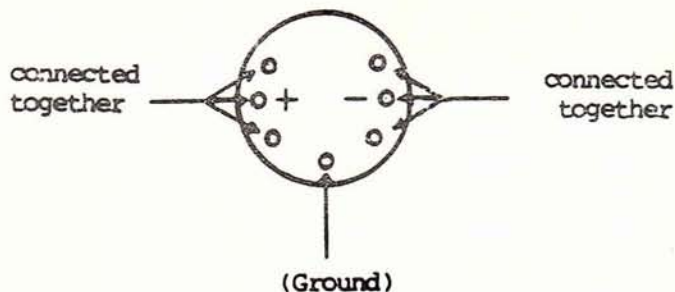


Figure 1

If this plug has the proper voltage and polarity then your power supply is working and your problem is located inside the keyboard console. If, however, you do not have the proper readings at this plug then you must do further testing inside the power supply.

Turn the power supply upside down, gently pull out the four rubber feet and unscrew the Phillips-head screw under each foot. Turn the power supply back upright and remove the top half of the case to expose the circuit board and components.

Remove the fuse and test it with your ohmmeter. If the fuse is O.K. reinstall it and proceed with the test program. If the fuse is blown and the replacement also blows, go to the test description for CR101-64.

The cord to the keyboard is attached to the end of the circuit board at points labeled GND and +5V. With the power supply plugged into the wall outlet, use your voltmeter to test for 5.0 to 7.0 volts d.c. across these two points. If the proper voltage and polarity are present between these points then your console cord and plug are defective and must be replaced. When you have replaced the plug and cord, use your voltmeter to check for proper polarity as shown in Figure 1, before hooking up the keyboard console again.

If no voltage was present at those two points we must go to the opposite end of the circuit board and test the transformer. The two secondary leads from the transformer attach to the circuit board near the fuse we tested earlier. Set your voltmeter for a.c. and check for 10 to 15 volts a.c. between these two leads. If no voltage is found here we must check the primary side of the transformer.

Notice: This next step requires working with dangerous voltages! If you are not experienced in handling 110 v.a.c., stop here and take your power supply to a repair shop. If you wish to proceed with this test, unscrew the two wire nuts attaching the power cord to the primary side of the transformer. Use your voltmeter to test for 110 v.a.c. across the two bare connections. If there is no 110 v.a.c. at this point, the power cord and plug are defective and must be replaced. If you find 110 v.a.c. at this point, then the transformer is defective and must be replaced. The



transformer listed in Table 1 is not a direct replacement and may present a slight fitting problem when you reassemble the power supply case.

If, when you checked the secondary wired near the fuse, you found the 10-15 v.a.c. to be present you should skip the 110 v.a.c. test. Instead locate (IC) U102 which is attached to the black finned heat sink. It will look like Figure 2.

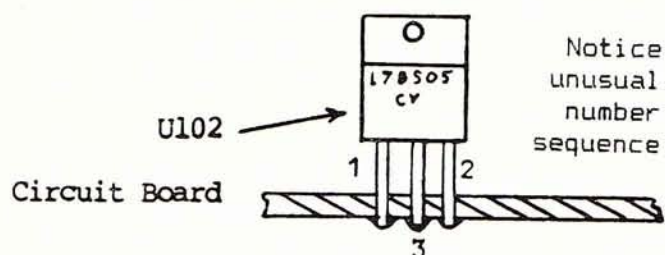


Figure 2

Remember when we first opened the case and checked the attachment points for the keyboard console cord and plug? Those two points are labeled GND and +5V and are located on the circuit board where the two wires enter the case. Attach your voltmeter's black or negative wire to the point labeled GND and leave it there while we test U102. Set your meter for d.c. again and touch the red or positive lead of your meter to each of the three legs of U102 one at a time. Be careful not to short two legs together while doing this test.

Pin 3, the center pin, should have about 1/4 volt on it. If it is lower than 1/4 volt it's o.k., but if it is higher than 0.5 volt, R102 may be defective. R102 is a 2.9 ohm resistor but can be replaced with three parallel 10 ohm resistors.

Pin 1, should have 11 to 16 volts on it, and pin 2 should have 5.5 to 7 volts on it. If pin 1 and 3 voltages are normal, but pin 2 voltage reads wrong, then U102 is defective and must be replaced.

If the voltage at pin 2 is too low, the problem is in the current rectifier diodes CR101-4.

Unplug the power cord from the 110 v.a.c. wall socket and allow the power supply to sit idle for at least two minutes to allow C104 to discharge before proceeding. Set

your meter to read resistance.

Check the resistance of diode CR101 and write it down. Reverse the meter leads (use the red where you just used the black and vice versa) and write down the new resistance reading. The value of these readings is not critical, but one must be at least twice as large as the other.

Repeat the same procedure for diodes CR102, CR103, and CR104. If any one of them fails this test, replace all four of them. The failure of one diode places excessive loads on the others and may lead to their failure later. Before removing a diode for replacement note the orientation of the silver paint band on one end of the body. The replacement diode must be installed the same way. If you get mixed up, refer to the diagram on the circuit board and refer to Figure 3.

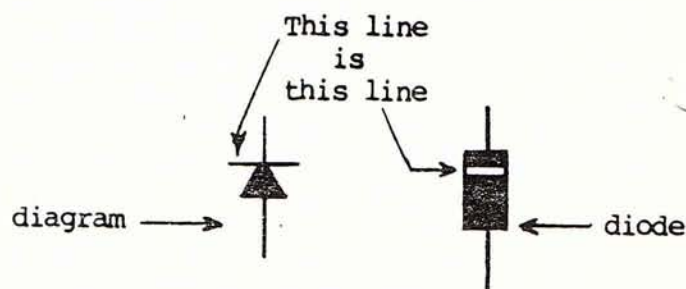


Figure 3

Now look at the other components on the board. If any of them are damaged or appear burned, replace them. At this point your power supply should be working as good as new. Use a small brush to remove any dust in the case, and reinstall the cover.

PART DESCRIPTION		RADIO SHACK STOCK#
Voltage Regulator	U102	276-1770
2.9 ohm Resistor	R102	271-1301*
Power Transformer		273-1511
Console Power Plug		274-003**
Rectifier Diodes	CR101-4	276-1143
Fuse		270-1246
Power cords		278-1255
* (use 3 of these connected in parallel)		
** (not a 7-pin plug but it will work well)		



## WIFE'S LETTER

To My Darling Husband:

I am sending you this letter in a bogus software company envelope so that you will be sure to read it. Please forgive the deception, but I thought you should know what has been going on at home since your computer entered our lives two years ago.

The children are doing well. Tommy is seven now and is a bright, handsome boy. He has developed quite an interest in the arts. He drew a family portrait for a school project. All the figures were good, but yours was excellent! The chair and the back of your head are very realistic. You would be very proud of him.

Little Jennifer turned three in July. She looks a lot like you did at that age. She is an attractive child and quite smart. She still remembers that you spent the whole afternoon with us on her birthday. What a grand day for Jen, despite the fact that it was stormy and the electricity was out.

I am also doing well. I went blonde about a year ago, and was delighted to discover that it really is more fun! Lars -- I mean Mr. Swenson, the department head -- has

taken an interest in my career and has become a good friend to us all. I have discovered that household chores are much easier since I realized that you didn't mind being vacuumed but that feather dusting made you sneeze.

The house is in good shape. I had the living room painted last spring. I'm not sure you noticed it. I made sure the painters cut air holes in the drop cloth so that you wouldn't be disturbed.

Well, my dear, I must be going. Uncle Lars -- I mean Mr. Swenson, is taking us all on a ski trip and there is packing to do. I have hired a housekeeper to take care of things while we are away. She'll keep things in order, fill your coffee cup, and bring your meals to your desk, just the way you like it. I hope you and the computer have a lovely time while we are gone. Tommy, Jen, and I will think of you often -- try to remember us while your disks are booting.

Love, Mary

(W.J. Parsons in Diablo Talley(Pg News) Reprinted from JACC

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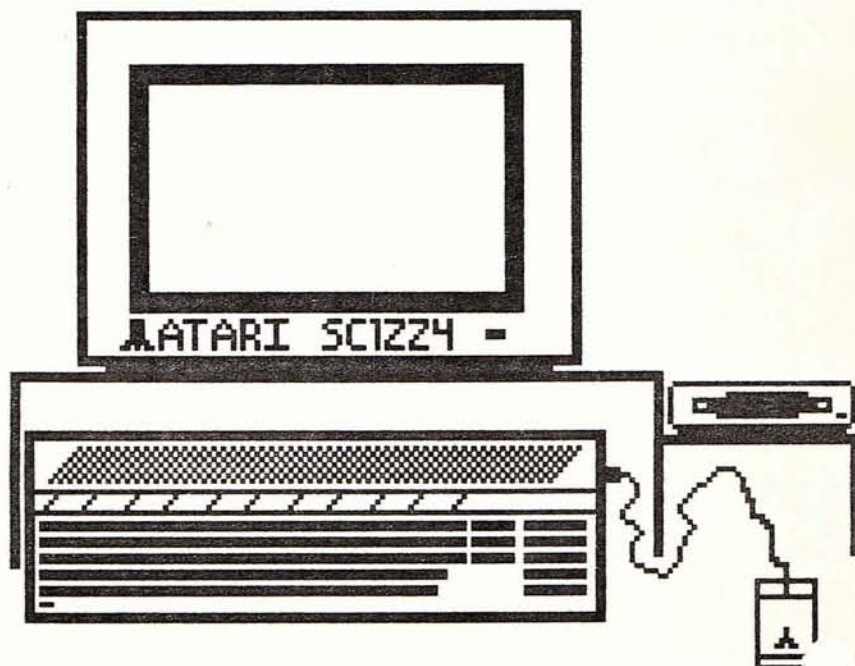
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